

FIG. 1

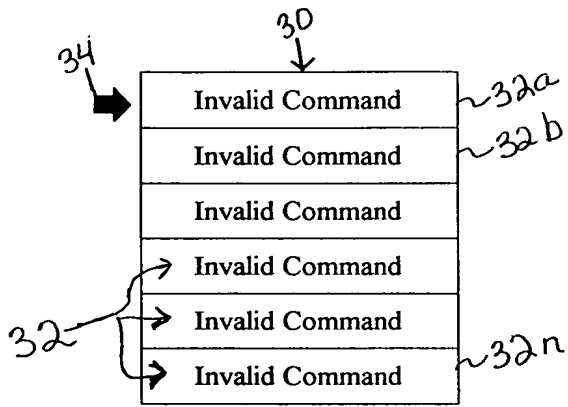


FIG. 2A

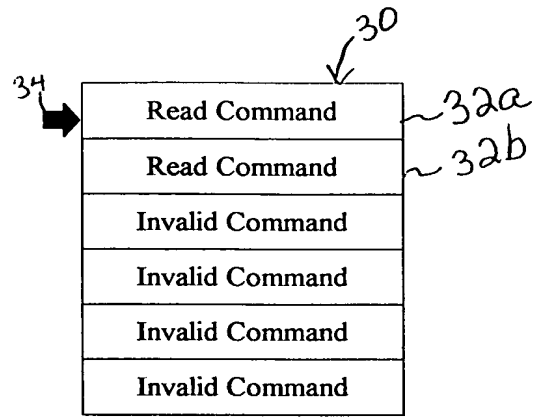


FIG. 2B

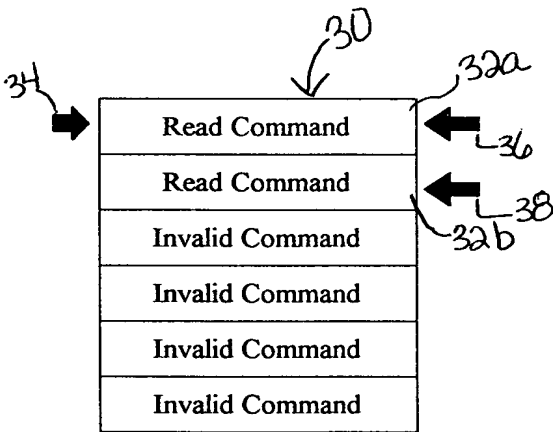


FIG. 2C

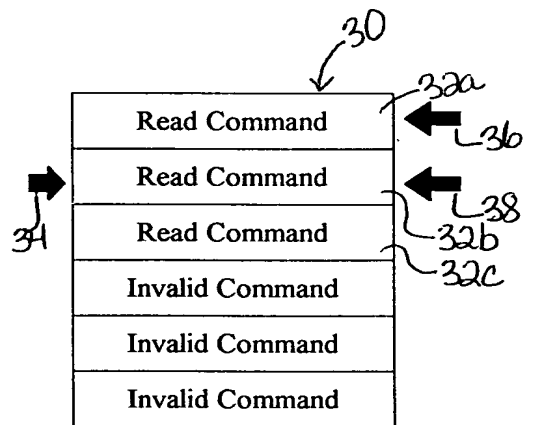
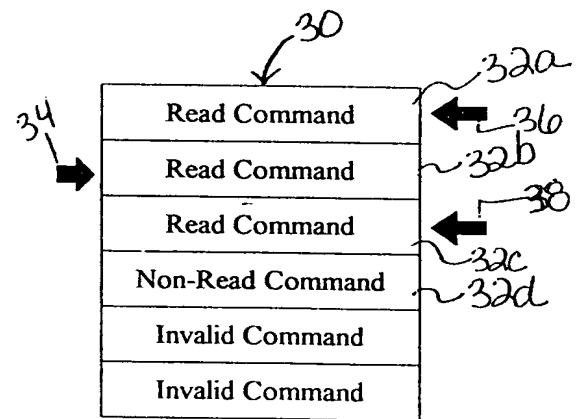
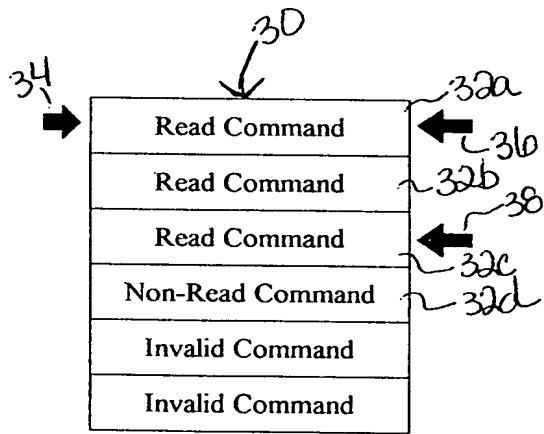
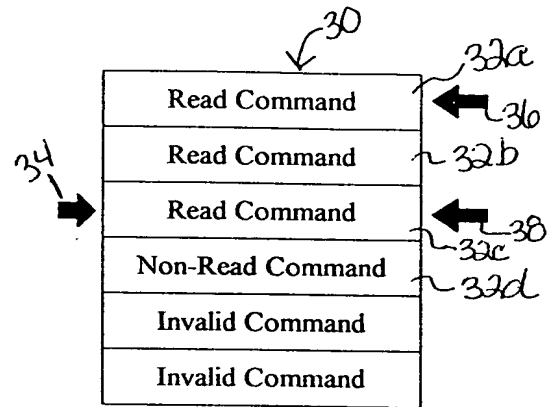
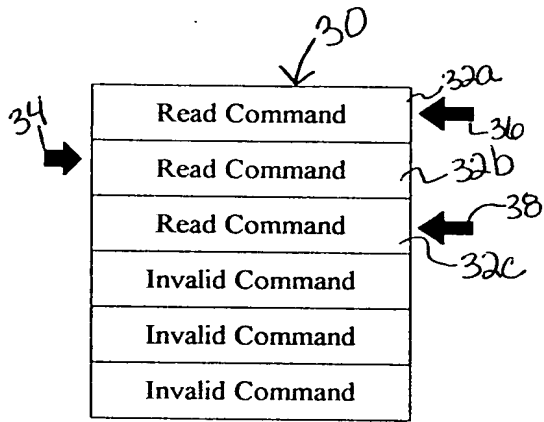


FIG. 2D



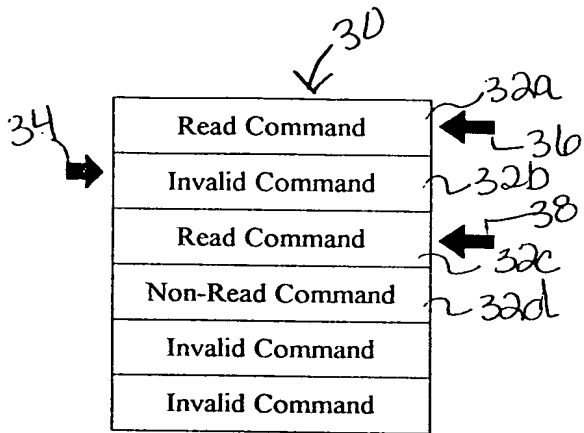


FIG. 2I

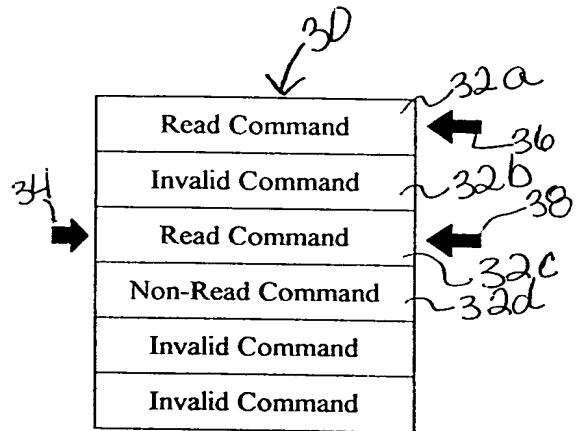


FIG. 2J

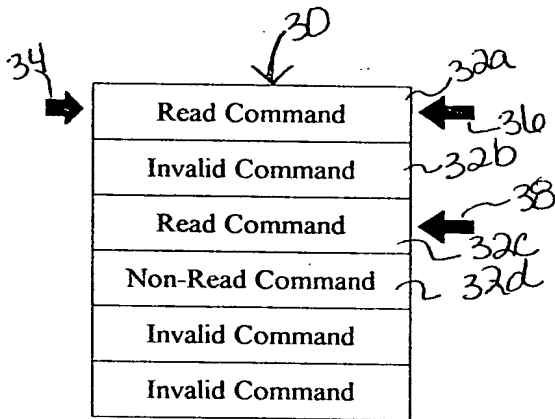


FIG. 2K

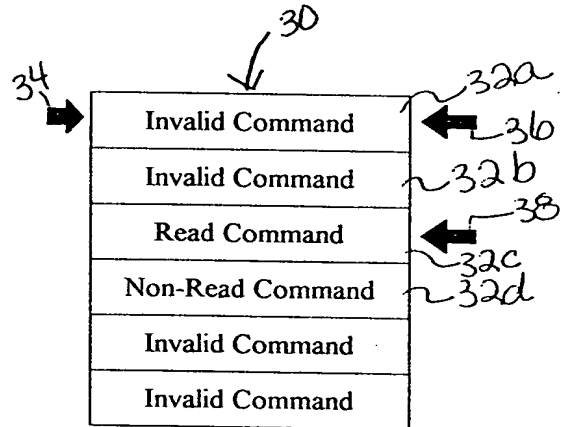


FIG. 2L

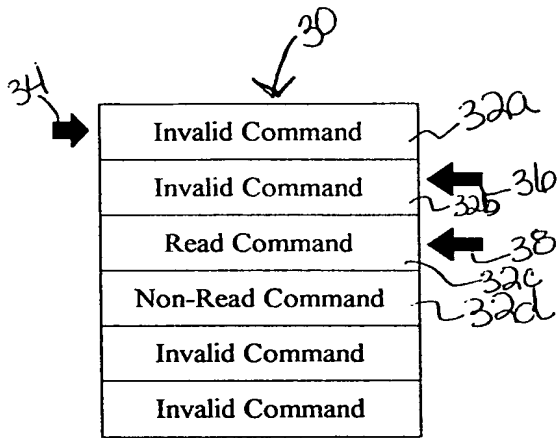


FIG. 2M

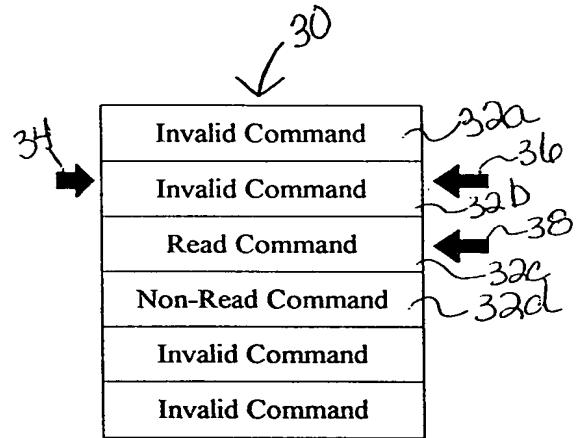


FIG. 2N

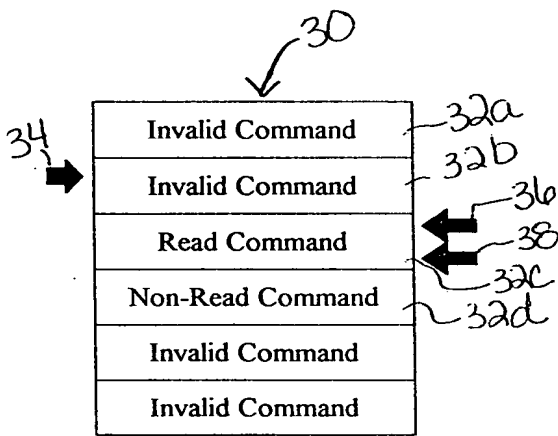


FIG. 2O

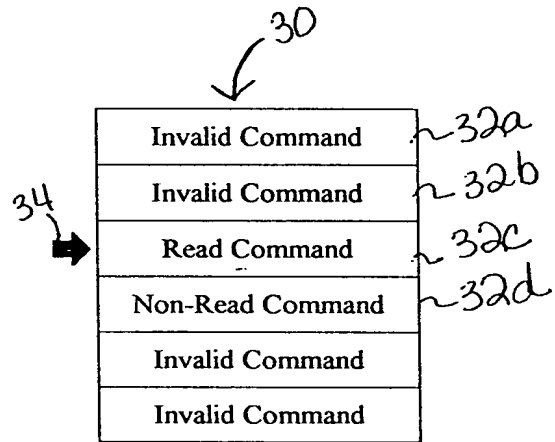


FIG. 2P

FIG. 2Q

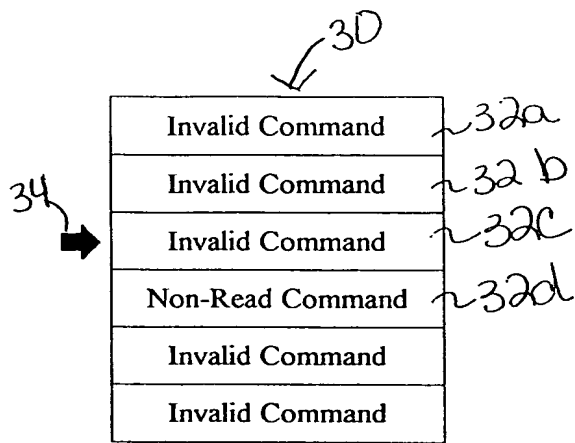


FIG. 2Q

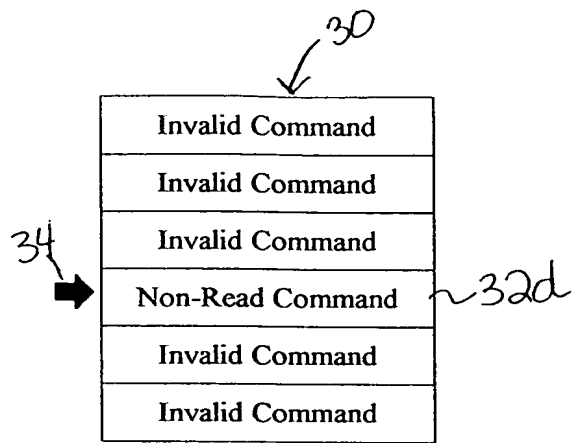


FIG. 2R

```

graph TD
    Start([Start 42]) --> IsCommandValid{Is Command Valid? 44}
    IsCommandValid -- No --> IsLoopFlagSet46{Is LoopFlag Set? 46}
    IsCommandValid -- Yes --> StartDataMover[Start Data Mover 50]
    IsLoopFlagSet46 -- No --> QueuePtrEqLoopStartPtr74{QueuePtr = LoopStartPtr? 74}
    IsLoopFlagSet46 -- Yes --> C((C))
    QueuePtrEqLoopStartPtr74 -- No --> QueuePtrEqLoopEndPtr62{QueuePtr = LoopEndPtr? 62}
    QueuePtrEqLoopStartPtr74 -- Yes --> AdvanceLoopStartPtr[Advance LoopStartPtr 78]
    AdvanceLoopStartPtr --> LoopStartPtrEqLoopEndPtr76{LoopStartPtr = LoopEndPtr? 76}
    LoopStartPtrEqLoopEndPtr76 -- Yes --> ClearLoopFlag[Clear LoopFlag 80]
    LoopStartPtrEqLoopEndPtr76 -- No --> LoadQueuePtr[Load QueuePtr with value of LoopStartPtr 68]
    LoadQueuePtr --> B((B))
    ClearLoopFlag --> B
    QueuePtrEqLoopEndPtr62 -- No --> A((A))
    QueuePtrEqLoopEndPtr62 -- Yes --> IsNextCommandRead64{Is Next Command Read? 64}
    IsNextCommandRead64 -- Yes --> AdvanceLoopEndPtr[Advance LoopEndPtr 66]
    AdvanceLoopEndPtr --> B
    IsNextCommandRead64 -- No --> B
    StartDataMover --> IsDataMoverDone52{Is Data Mover Done? 52}
    IsDataMoverDone52 -- No --> IsLoopFlagSet56{Is LoopFlag Set? 56}
    IsDataMoverDone52 -- Yes --> IsTransactionDelayed54{Is Transaction Delayed? 54}
    IsTransactionDelayed54 -- No --> SetCommandInvalid[Set Command to Invalid 70]
    SetCommandInvalid --> IsCommandValid
    IsTransactionDelayed54 -- Yes --> IsLoopFlagSet56
    IsLoopFlagSet56 -- No --> IsNextCommandRead58{Is Next Command Read? 58}
    IsLoopFlagSet56 -- Yes --> A
    IsNextCommandRead58 -- Yes --> SetLoopFlag[Set LoopFlag; Set LoopStartPtr = QueuePtr; Set LoopEndPtr = next queue position 60]
    SetLoopFlag --> B
    IsNextCommandRead58 -- No --> B
  
```

ag: 260
1Ptr
Set
next
ion